Unit 4

```
<!DOCTYPE html>
<html>
<head>
<script>
function myFunction() {
  var x = document.getElementById("fname").value;
  x.value = x.toUpperCase();
}
</script>
</head>
<body>

Enter your name: <input type="text" id="fname" onblur="myFunction()">

<p>When you leave the input field, a function is triggered which transforms the input text to upper case.</p>

</body>
</html>
```

```
<html>
<body>

<p>Select a new car from the list.</p>

<select id="mySelect" onchange="myFunction()">
  <option value="Audi">Audi</option>
  <option value="BMW">BMW</option>
  <option value="Mercedes">Mercedes</option>
  <option value="Volvo">Volvo</option>
</select>

<p>When you select a new car, a function is triggered which outputs the value of the selected car.</p>

<p id="demo"></p>

<script>
function myFunction() {
  var x = document.getElementById("mySelect").value;
  document.getElementById("demo").innerHTML = "You selected: " + x;
}
</script>

</body>
</html>
```

```
<!DOCTYPE html>
<html>
<body>

<img src="smiley.jpg" onerror="myFunction()">

<p>A function is triggered if an error occurs when loading the image. The function shows an alert box with a text.
In this example we refer to an image that does not exist, therefore the onerror event occurs.</p>

<p>The onerror event is triggered if an error occurs while loading an external file (e.g. a document or an image).</p>
<script>
function myFunction() {
  alert('The image could not be loaded.');
}
</script>

</body>
</html>
```

```
<!DOCTYPE html>
<html>
<head>
<script>
function myFunction(x) {
  x.style.background = "yellow";
}
</script>
</head>
<body>

Enter your name: <input type="text" onfocus="myFunction(this)">

<p>When the input field gets focus, a function is triggered which changes the background-color.</p>

</body>
</html>
```

```
<!DOCTYPE html>
<html>
<body>
<h1>HTML DOM Events</h1>
<h2>The onkeydown Event</h2>
```

```
<p>Press a key in the input field:</p>

<input type="text" onkeydown="myFunction()">

<p id="demo"></p>
<p>The onkeydown event occurs when the user presses a key on the keyboard.</p>
<script>
function myFunction() {
  document.getElementById("demo").innerHTML = "You pressed a key inside the input field";
}
</script>

</body>
</html>
```

```
<!DOCTYPE html>
<html>
<body>
<h1>HTML DOM Events</h1>
<h2>The onkeypress Event</h2>

<p>A function is triggered when the user is pressing a key in the input field.</p>

<input type="text" onkeypress="myFunction()">

<script>
function myFunction() {
  alert("You pressed a key inside the input field");
}
</script>

</body>
</html>
```

```
<!DOCTYPE html>
<html>
<body>

<h1>HTML DOM Events</h1>
<h2>The keyup Event</h2>

<p>A function is triggered when the user releases a key in the input field.</p>
<p>The function transforms the input field to upper case:</p>

Enter your name: <input type="text" id="fname" onkeyup="myFunction()">

<script>
```

```
function myFunction() {
  var x = document.getElementById("fname");
  x.value = x.value.toUpperCase();
}
</script>

</body>
</html>
```

```
<!DOCTYPE html>
<html>
<body>

<img src="1.png" onload="loadImage()" width="100" height="132">
<p>onload is most often used within the <body> element to execute a script once a web page has
completely loaded all content (including images, script files, CSS files, etc.).</p>
<script>
function loadImage() {
  alert("Image is loaded");
}
</script>

</body>
</html>
```

```
<html>
<style>
div {
  width: 200px;
  height: 100px;
  border: 1px solid black;
  background-color:red;
}
</style>

<body>

<div onmousemove="myFunction(event)" onmouseout="clearCoor()"></div>

<p id="demo"></p>

<script>
function myFunction(e) {
  let x = e.clientX;
  let y = e.clientY;
  let coor = "Coordinates: (" + x + "," + y + ")";
  document.getElementById("demo").innerHTML = coor;
}
```

```
function clearCoor() {
  document.getElementById("demo").innerHTML = "";
}
</script>


</body>
</html>
```

```
<html>
<body>
<img onmouseover="bigImg(this)" onmouseout="normalImg(this)" src="smiley.jpg">

<script type="text/javascript" language="javascript">
function bigImg(x)
{
   x.style.height = "150px";
   x.style.width = "150px";
}

function normalImg(x)
{
   x.style.height = "50px";
   x.style.width = "50px";
}
</script>

</body>
</html>
```

```
<html>
<body>

<p>When you reset the form, a function is triggered which alerts some text.</p>

<form onreset="myFunction()">
 Enter name: <input type="text">
 <input type="reset">
</form>

<script>
function myFunction() {
 alert("The form was reset");
}
</script>

</body>
</html>
```

```
<html>
<body>

Select some of the text: <input type="text" value="Hello world!" onselect="myFunction()">

<script>
function myFunction() {
  alert("You selected some text!");
}
</script>

</body>
</html>
```

```
<html>
<body>

<p>When you submit the form, a function is triggered which alerts some text.</p>

<form onsubmit="myFunction()">
  Enter name: <input type="text" name="fname">
  <input type="submit" value="Submit">
</form>

<script>
function myFunction() {
  alert("The form was submitted");
}
</script>

</body>
</html>
```

```
<!DOCTYPE html>
<html>
<body onunload="myFunction()">

<h1>Welcome to my Home Page</h1>

<p>Close this window or press F5 to reload the page.</p>
<p><strong>Note:</strong> Due to different browser settings, this event may not always work as expected.</p>
<p>The onunload attribute fires once a page has unloaded (or the browser window has been closed).
```

onunload occurs when the user navigates away from the page (by clicking on a link, submitting a form, closing the browser window, etc.)</p>

```
<script>
function myFunction() {
  alert("Thank you for visiting W3Schools!");
}
</script>

</body>
</html>
```